ABSTRACT

A method and apparatus for sending or receiving an E-mail using animated representation as if a pet were going out of or coming into a GUI picture simulating the insides of both a sender's room and a receiver's room for letter delivery and dispatch. Moreover, the pet, represented by animation, is virtually kept. Specifically, agent data updated responsive to experiences acquired by the pet is sent as annexed papers to the E-mail, while the receiver returns only pet data. Thus, animation represented on a GUI picture simulating the insides of both a sender's room and a receiver's room for imparting an impression as if a pet were going out of or coming into a GUI picture simulating the insides of both the sender's room and the receiver's room for letter delivery and dispatch. The agent data determining the behavior of the electronic pet are updated responsive to the mouse actuation by the user, such as caressing the pet or serving refreshments to the pet, for varying the behavior of the pet, represented by animation, depending on the maintenance environment. The operating states of the mouse are reflected on representation of a pointing cursor.